

TOPP

GAME RULES



VERPLANT
& ZUGESTELLT

Welcome to Verplant & Zugestellt English rules!

With your interior design firms, you aim to fulfill as many of your potential clients wishes as possible. For this, you sketch pieces of furniture and rooms onto a blank floor plan on your drafting board and try to arrange everything as fittingly as possible. The one who has the most satisfied clientele at the end wins the game. There are various tasks of different difficulty levels to complete to showcase your skills.

Game components

66 furniture cards
5 room cards
25 furniture markers
Game material pad
Mission book

Additionally, each of you will need a pencil and – sooner or later – an eraser.



Game setup

Choose a mission **1** from the mission book together and place it prominently on the table for everyone to see. You can determine the mission's difficulty level by the number of highlighted pencils **2**.



Each of you should take a sheet from the game material pad and write your name along with the mission.

Hint: If you are playing "Verplant & Zugestellt" for the first time, it's best to start with the training scenario.

Read the mission text **3** aloud.

Then, on your sheet, draw the floor plan and any trees, roads, walls, etc., according to the instructions **4**. Next, you need to prepare the layout. Lay out as many room cards in a column

as indicated by the instructions **5**. Then, using the card numbers, locate the necessary furniture cards and place them next to their respective rooms.

Attention: There are two different cards for each number. Choose one of them at random without looking at its backside. The stack of cards does not need to be shuffled and should stay ordered to avoid lengthy searching.

Finally, according to the instructions, place furniture markers with the question mark side up on the cards. The markers indicate how many of the corresponding pieces of furniture you should install. All furniture cards show two pieces of furniture to choose from. (Plants and other items are also called pieces of furniture here for simplification.)

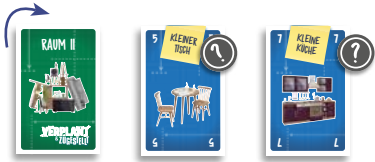
Read any special rules, bonus points, and tips **6** aloud. Whoever most recently drew something may begin the game.



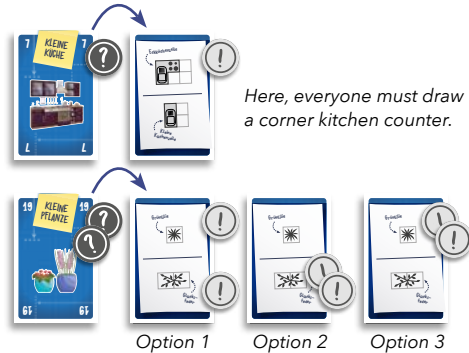
Gameplay

1. SELECT A PIECE OF FURNITURE.

When you start, choose the room that should be furnished first. Flip the room card over. Then, choose a furniture card from that room, and also flip it over. **A room must always be completely furnished before moving on to the next room** (see step 3).



You may choose a piece of furniture for each marker on the card. To do this, place the marker with the exclamation mark side on one of the two pieces of furniture on the card. After you have placed all the markers, proceed to step 2!

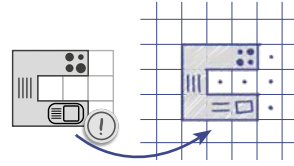


Here, there were two furniture markers on the front of the card. You may now freely decide which two plants should be drawn by everyone. To do this, turn the card and the markers over.

2. DRAW FURNITURE.

Now **all** of you may (simultaneously) draw the selected pieces of furniture into your floor plan (exception: see Joker). Pieces of furniture, open spaces, or obstacles that are already predetermined by the mission or the competition must not be covered with furniture. **Drawing the furniture is optional!**

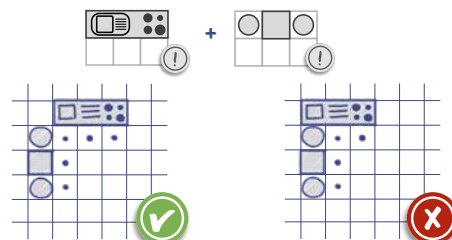
You can always choose to pass and refrain from drawing a piece of furniture. In most cases, in addition to the actual piece of furniture, open spaces are also marked. These ensure that there is enough space later to actually use the pieces of furniture. Open spaces must therefore remain empty when drawn on the floor plan. **However, empty spaces may overlap for different pieces of furniture!** It is recommended to mark open spaces with a dot in the center of the corresponding square and lightly shade pieces of furniture to make the drawing more clear:



Note: The level of detail in your drawing of pieces of furniture is up to you. Make sure that it is possible to distinguish the different pieces of furniture from each other. In some scenarios this might be important for scoring the bonus points.

You may also rotate the piece of furniture as you like, but you may not mirror them (exception: see Joker).

Example: Here, a straight kitchen counter and a small table should be installed:



Correct: Here the open spaces overlap, but not the pieces of furniture.

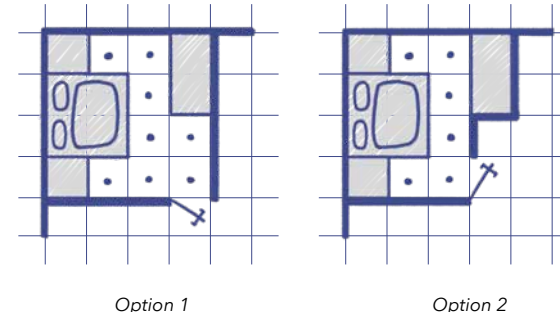
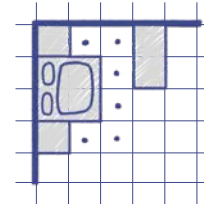
Wrong: The square in front of the straight kitchen counter must remain empty.

Note: The carpet **33** is an exception! This can be entered like an open space, does not count as an occupied square in the final scoring, and only provides bonus points. Here, it's best to only draw the carpet fringes around the corresponding squares.

After that, the person to your left is next, chooses a furniture card from the current room, and places the furniture markers. **Furniture from previous cards may not be changed or added to at this point.**

3. COMPLETING THE ROOM.

Once you have flipped all the furniture cards for a room and drawn in the furniture, you must add the walls around the room. **Please note that each room must have exactly one door for access.** You can draw the walls however you like; they don't necessarily have to precisely outline the pieces of furniture. Non-walkable squares (without a dot or piece of furniture) are also allowed.



Example: You have drawn a bed and a wardrobe. Now you may draw the walls around the room. One square must remain free for the door. The illustration shows two possible wall layouts.

Only after all the furniture cards for a room have been flipped and the walls have been drawn a new room with its predetermined furniture cards may be chosen.

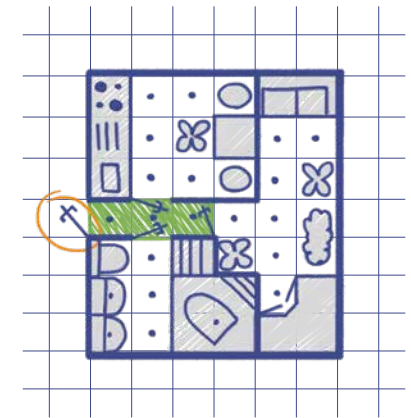
Important design rules

THE THING WITH THE HALLWAY

Just like in real life, all rooms must also be accessible. **Unless specified otherwise in the mission, all rooms can only be accessed via a hallway** (i.e., not from another room). The hallway connects the front door to all the rooms.

HALLWAY RULES:

- The hallway can be of any width and length.
- The hallway must consist of empty squares.
- The hallway must be in one continuous piece.
- From the hallway, doors to all the rooms are located inside, and on an exterior wall, the front door is drawn.
- There are no pieces of furniture in the hallway.



Example: The front door (orange) leads to the hallway (green).

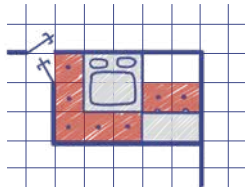
THE FRONT DOOR

Unless specified otherwise in the mission, the **front door can be drawn into the exterior wall of the hallway** at any time and at any location.

ACCESSIBILITY OF THE ROOMS AND PIECES OF FURNITURE

Just like in real life, at the end of the game, all pieces of furniture must be accessible from the front door.

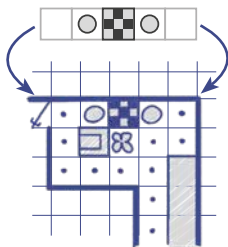
This means that **the open space of all pieces of furniture must be connected**. Pieces of furniture whose open spaces are not entirely accessible will be ignored during scoring!



Not allowed: The open spaces belonging to the pieces of furniture are not connected to each other and not all of them are accessible from the room door.

UNCONNECTED OPEN SPACES ON A CARD

There are pieces of furniture that have multiple open spaces that are not connected to each other:



Here too, all open spaces must be accessible later on.

WALLS ON A CARD

There are pieces of furniture that must be drawn against a wall (thicker line). Of course, you can also place them against an existing interior or exterior wall, but doors may not be drawn on this section of the wall.



JOKER

Once per game (as soon as the furniture marker with the exclamation mark side has been placed on a furniture card), you can use your Joker to choose the



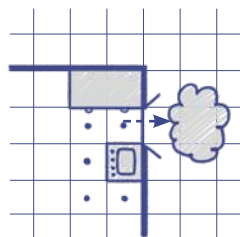
other piece of furniture on the card or mirror the selected piece of furniture. You must share this brilliant idea with the others and cross out the lightbulb on your sheet. The Joker always applies to only a single piece of furniture, even if multiple furniture markers have been placed.

Special rules

In some scenarios there are special rules. These rules may override the rules stated above if necessary.

WINDOWS

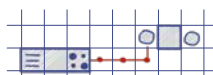
You can draw windows at any location on the exterior wall. The squares in front of them do not have to be clear; furniture can also be in front of the windows. Depending on the mission you might get bonus points if a window is positioned in a straight line to an object (i.e., tree or lake):



Windows are purely decorative except when you can score bonus points for them. If you look in a straight line from the window here, you have direct view of a tree.

DISTANCES

The distance between two objects is defined as the shortest walking path between them. You are only allowed to move vertically and horizontally, not diagonally. Any detours must be taken into account.



3 squares distance



5 squares distance



0 squares distance

NO HALLWAY

If there is no hallway, the front door adjoins the mentioned room directly. If there are additional rooms, they also adjoin the mentioned room directly with their doors.

End of the game and final scoring

The game ends when all furniture cards have been revealed, and everyone has either drawn the last piece of furniture or passed.

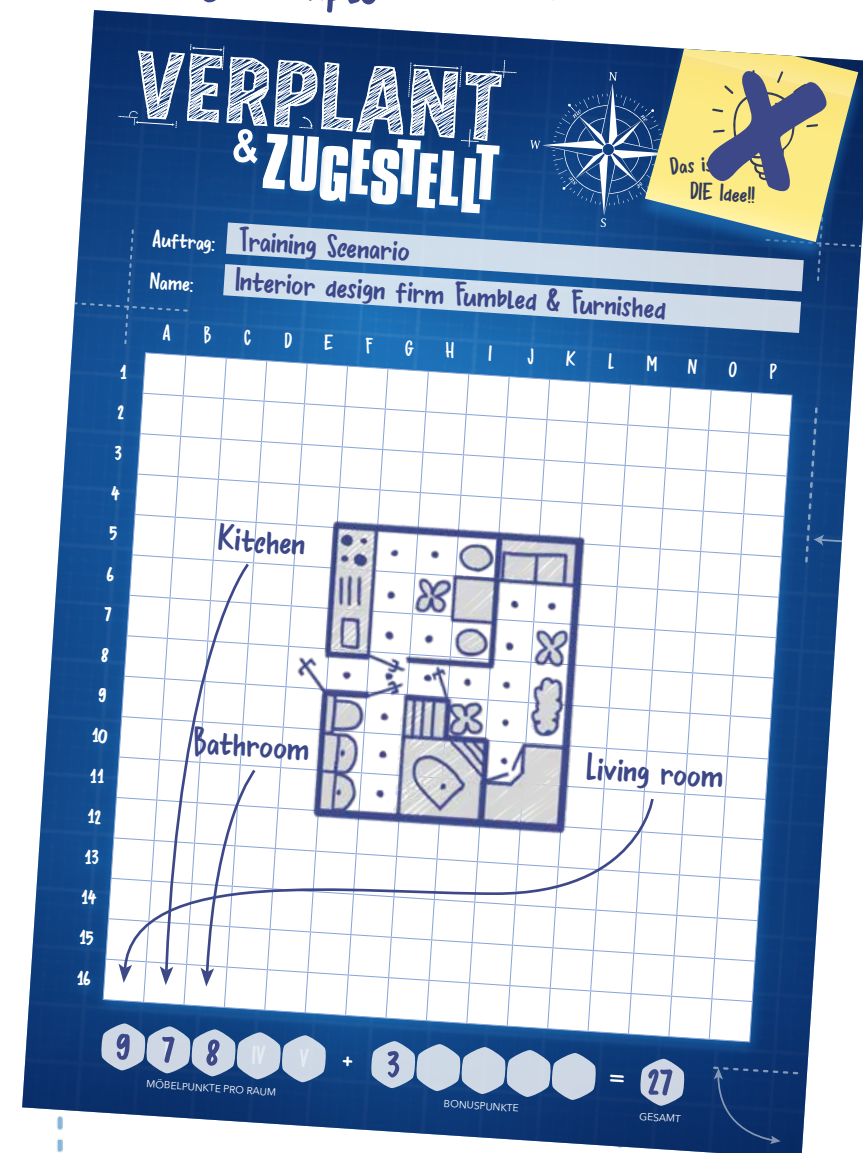
Now you enter all the victory points you have earned in the fields below the floor plan. Go through room by room and see if you receive bonus points afterwards.

SCORING:

- For each square occupied by a piece of furniture, you receive 1 point. However, only rooms and furniture whose open spaces are accessible from the front door (via the hallway) are taken into account.
- Open spaces are worth 0 points.
- If you haven't drawn any pieces of furniture in a room, the room is considered nonexistent, and you receive a penalty of 3 points for it.
- Depending on the scenario, there are bonus points awarded for fulfilling the specified condition.

The player with the most points receives the customer's order and wins the game. If there is a tie the player who could place the most pieces of furniture wins. If there is still a tie after that, you share the victory.

Scoring example



Credits

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